BRAINWARE UNIVERSITY
Term End Examination 2018 - 19
Programme – Bachelor of Arts (Honours) in Multimedia & Web
Course Name – 2D Animation
Course Code – BMW301
(Semester – 3)

Time allotted: 3 Hours   **Full Marks: 70**

[The figure in the margin indicates full marks. Candidates are required to give their answers in their own words as far as practicable.]

Group – A

(Multiple Choice Type Questions)   10 x 1 = 10

1.   *Choose the correct alternative from the following:*

(i)   Which type of animation uses still frames with a graphic that slightly changes position?
    a. Animation   b. Frame-based animation
    c. Vector Animation   d. Pre-production

(ii)   Which type of animation is best suited for creating a flipbook animation?
    a. Frames Per Second   b. SWF
    c. Frame-based animation   d. Animation

(iii) Graphics and image processing technique used to produce a transformation of one object into another is called
    a. Half toning   b. Double exposure
    c. Animation   d. None of above

(iv)   What is the best type of animation to use for a Web-based project that requires a small file size, quick loading and no pixilation?
    a. SWF   b. Vector
    c. MOV   d. Frames Per Second

(v)   GIF stands for_____

    a. Global Image Format   b. Graphics Interchange Format
    c. Graphics Image Format   d. None of above

(vi)   Shortcut tool for pen tool is _____.
    a. P   b. R
    c. C   d. None of above

(vii) By default frame rate of Adobe Animate software is _____ .
    a. 12   b. 24
    c. 25   d. 30

(viii) The _____ panel contains the basic tools needed to draw and modify objects.

      a. Timeline   b. Pasteboard

      c. Tools   d. Properties

(ix) Which one of the following is a way to take a word and animate each letter separately?

      a. Distribute to layers   b. Break apart

      c. Frame by Frame   d. Convert to symbol

(x) Which one of the following is an element on the Timeline Panel?

      a. Key frame   b. Button

      c. Symbol   d. Script

Group – B

(Short Answer Type Questions)   3 x 5 = 15

Answer **any** *three* from the following:

2.	Define Digital Animation.	5
3.	What is the function of Library in Adobe Animate software?	5
4.	What is fps?	5
5.	What is the function of Blank key frame?	5
6.	Define Lip sync.	5

Group – C

(Long Answer Type Questions)   3 x 15 = 45

Answer **any** *three* from the following:

7.		Explain in detail about any six types of Animation Principle with the help of example.	15
8.	(a)	Write a short introduction of Adobe Animate software.	3
	(b)	Describe the workspace of Adobe Animate software.	12
9.	(a)	What is Symbol according to Animate software?	3
	(b)	Explain the role of symbol in an Animation.	12
10.	(a)	What type of animation is best for producing flat appearance? Explain.	5
	(b)	Explain in detail about any five types of Animation techniques.	10
11.		Write a short note on-	
	i.	Phenakistoscope	5
	ii.	Group	5
	iii.	Frame by Frame Animation	5